

Mima Marauders

April Stages

3 Bays – 6 Stages

Saturday, April 11, 2023

Ammo Count

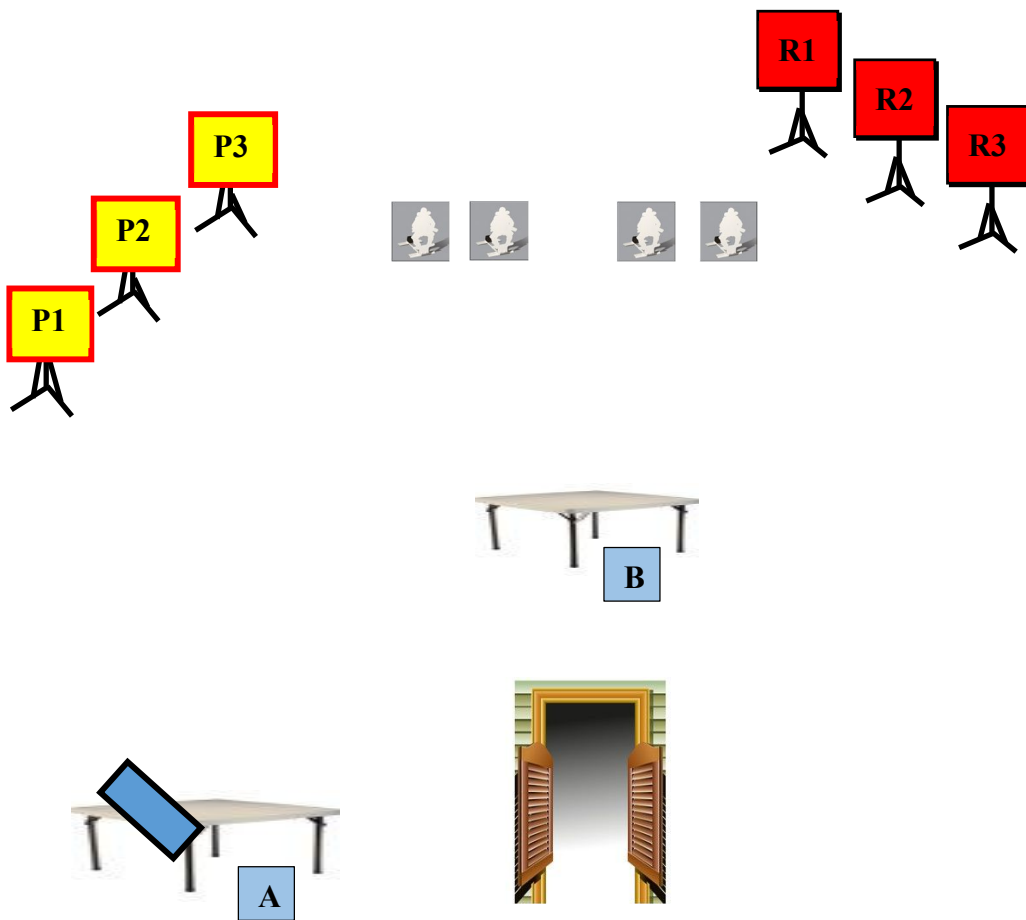
Pistol 60+/- rounds

Rifle 60+/- rounds

Shotgun 25+/- rounds



STAGE 1



STAGE 1

You will need 10 Rifle, 10 Pistol, and 4+/- Shotgun shells. The shooter starts standing with both feet behind Table A. Rifle is loaded and staged on Table A; Shotgun is empty open and staged on Table A; Pistols are loaded with 5 each and holstered.

The shooter indicates ready by saying: “Let’s Run”

Starting position: SASS Default

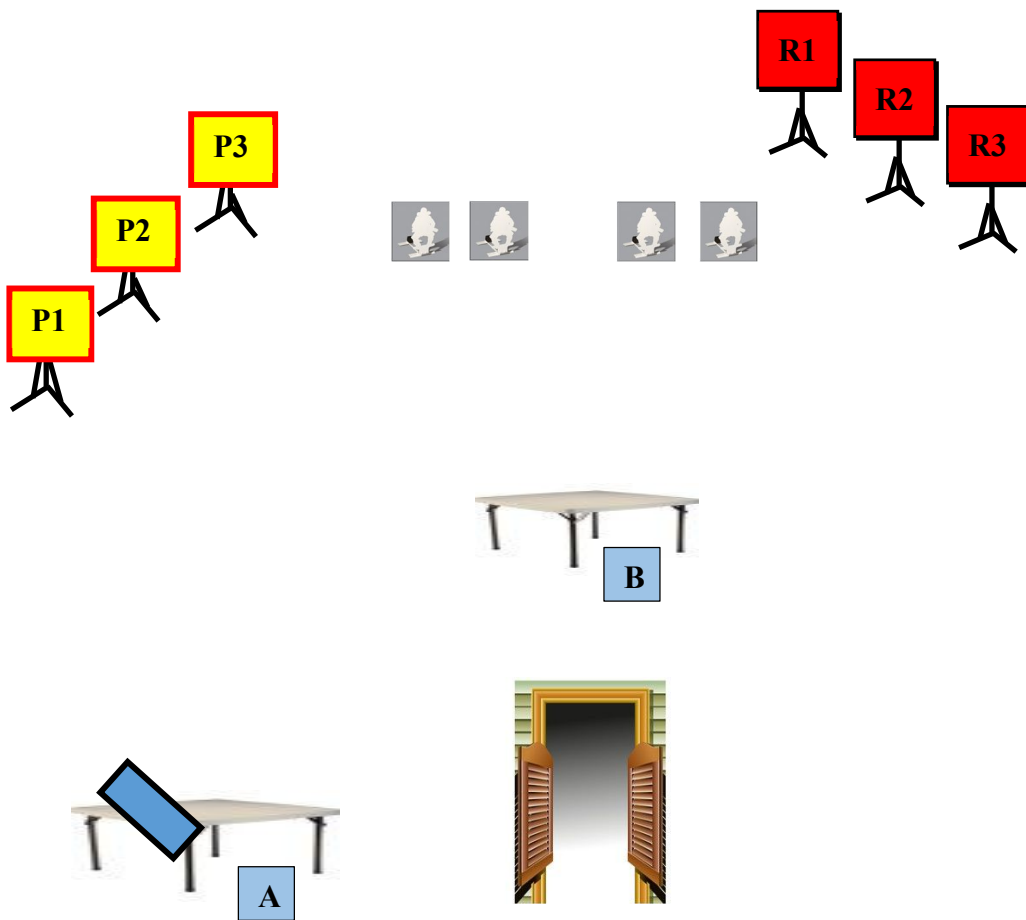
Firing order: Rifle then any order.

At the BEEP: From **Table A** with the **Rifle**, starting on either end shoot a 3-4-3 sweep for a total of 10 rounds. Restage Rifle into the gun box pointed into the berm. Safely transition from Table A through the doorway with Shotgun to Table B.

From **Table B** with the **Shotgun**, knock down the Shotgun fallers in any order.

From **Table B** with the **Pistols**, starting on either end shoot a 3-4-3 sweep for a total of 10 rounds.

STAGE 2



STAGE 2

You will need 10 Rifle, 10 Pistol, and 4+/- Shotgun shells. The shooter starts standing with both feet behind Table A. Rifle is loaded and staged on Table A; Shotgun is empty open and staged on Table A; Pistols are loaded with 5 each and holstered.

The shooter indicates ready by saying: **“Dying isn’t much of a living boy!”**

Starting position: SASS Default

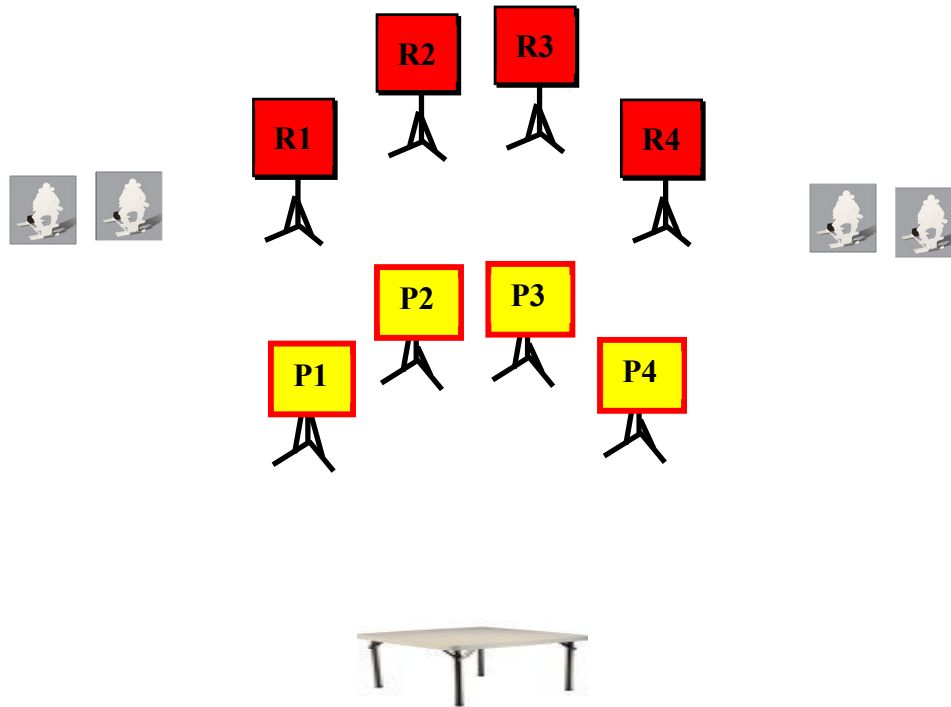
Firing order: Rifle then any order.

At the BEEP: From **Table A** with the **Rifle**, starting on R2 place 2 on R2, 4 on R1, and 4 on R3 for a total of 10 rounds. Restage Rifle into the gun box pointed into the berm. Safely transition from Table A through the doorway with Shotgun to Table B.

From **Table B** with the **Shotgun**, knock down the Shotgun fallers in an outside/outside – inside/inside order.

From **Table B** with the **Pistols**, same as Rifle instruction using Pistol targets for a total of 10

STAGE 3



STAGE 3

You will need 10 Rifle, 10 Pistol, and 4+/- Shotgun shells. The shooter starts standing with both feet behind the Table. Rifle is loaded and staged on the Table; Shotgun is empty open and staged on the Table; Pistols are loaded with 5 each and holstered.

The shooter indicates ready by saying: **“I’m your huckleberry?”**

Starting position: SASS Default

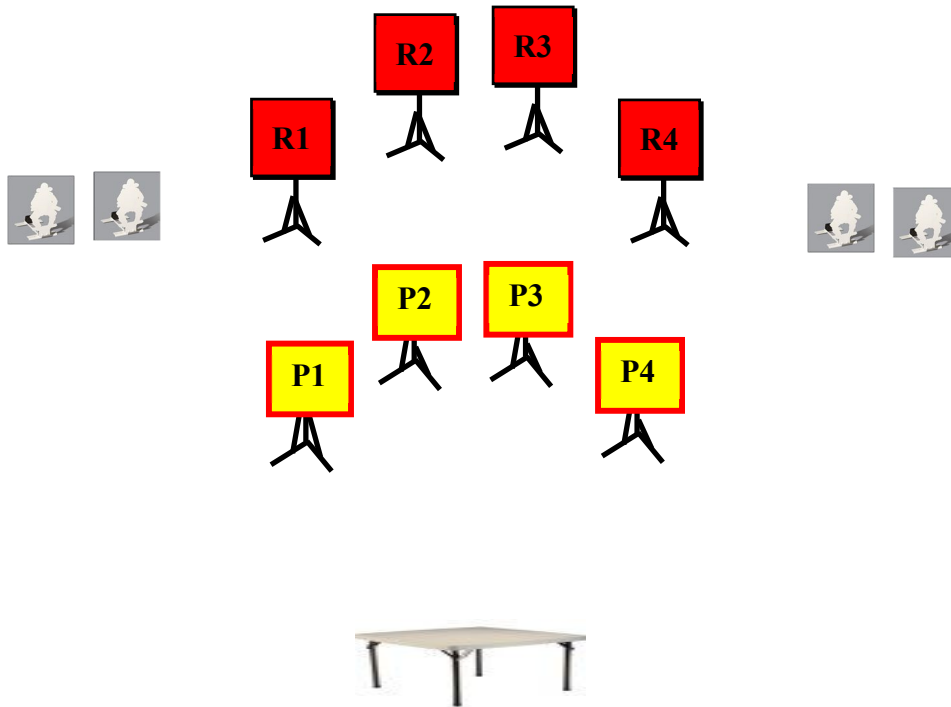
Firing order: Any order.

At the BEEP: From the **Table** with the **Rifle**, starting on either end shoot a single tap continuous sweep for a total of 10 rounds.

From the **Table** with the **Shotgun**, knock down the Shotgun fallers in any order.

From the **Table** with the **Pistols**, starting on either end shoot a single tap continuous sweep for a total of 10 rounds.

STAGE 4



STAGE 4

You will need 10 Rifle, 10 Pistol, and 4+/- Shotgun shells. The shooter starts standing with both feet behind the Table. Rifle is loaded and staged on the Table; Shotgun is empty open and staged on the Table; Pistols are loaded with 5 each and holstered.

The shooter indicates ready by saying: **“Not me. I’m in my prime.”** Starting position:

Hands on Shotgun belt.

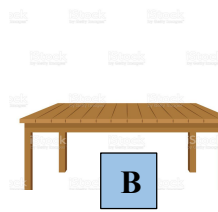
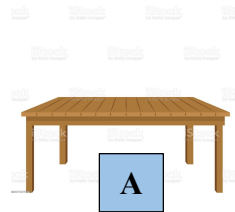
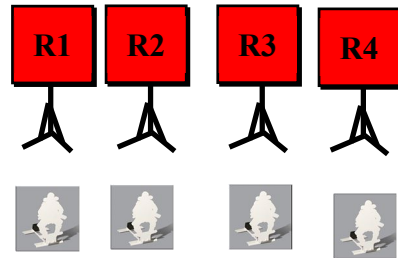
Firing order: Any order.

At the BEEP: From the **Table** with the **Rifle**, starting on the left place 2 on R1, 3 on R3, 3 on R2, 2 on R4 for a total of 10 rounds.

From the **Table** with the **Shotgun**, knock down the Shotgun fallers in an inside/inside - outside/outside order.

From the **Table** with the **Pistols**, starting on the left place 2 on P1, 3 on P3, 3 on P2, 2 on P4 for a total of 10 rounds.

STAGE 5



STAGE 5

You will need 10 Rifle, 10 Pistol, and as many Shotgun shells as needed. The shooter starts standing with both feet behind Table A. Rifle is loaded and staged safely on Table A; Shotgun is empty open and staged safely on Table A; Pistols are loaded with 5 each and holstered.

The shooter indicates ready by saying: **“You called down the thunder. Well, now you got it.”**

Starting position: SASS Default

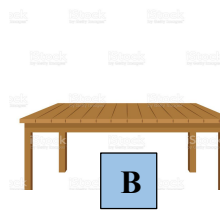
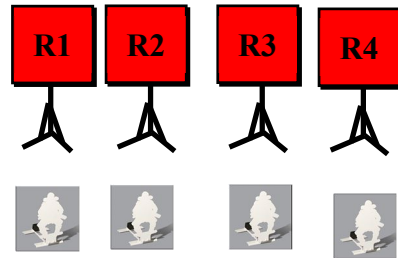
Firing order: Rifle, Shotgun, Pistol must use both tables.

At the BEEP: From **Table A** with the **Rifle**, starting on the left alternate SF – 2 on R1, SF, 1 on R2, SF, 1 on R3, SF, 2 on R4 for a total of 10 rounds. (SF = shotgun faller)

From **Table A** with the **Shotgun**, knock down any remaining Shotgun fallers in any order.

From **Table B** with the **Pistols**, double tap P1, single tap P2, single tap P3, double tap P4, single tap P3, single tap P2, double tap P1 for a total of 10 rounds.

STAGE 6



STAGE 6

You will need 10 Rifle, 10 Pistol, and 4 +/- Shotgun shells. The shooter starts standing with both feet behind Table A. Rifle is loaded and staged safely on Table A; Shotgun is empty open and staged safely on Table A; Pistols are loaded with 5 each and holstered.

The shooter indicates ready by saying: **“Behold, a pale horse. The man who sat on him was death.”**

Starting position: Hands touching Rifle but not lifting

Firing order: Rifle, Shotgun, Pistol must use both tables.

At the BEEP: From **Table A** with the **Rifle**, starting on the left shoot a 3-2-3-2 sweep for a total of 10 rounds.

From **Table A** with the **Shotgun**, knock down Shotgun fallers in a SF2, SF4, SF1, SF3 order.

From **Table B** with the **Pistols**, starting on the left shoot a 3-2-3-2 sweep for a total of 10 rounds.